

## 3-PLAYER SPEC.

CNIO 1 NOT USED

## CNIO 2 **BLACK** #22 GND #22 **BLACK GND** 2 VIOLET #22 3P RIGHT 3 #22 GRAY 3P LEFT WHITE #22 3P DOWN 5 #22 **BROWN** 3P UP 6 #22 **ORANGE** 3P SHOT 1 7 GREEN #22 3P SHOT 2 8 #22 BLUE 3P COIN SW 9 #22 VIOLET **3P START SW** 10

C	NIO	3	
/ 	$\Box$	# 22	YELLOW
+12V +12V	2	#22	YELLOW
T164	3		
	4		
COIN LOCK OUT 3	5	# 22	WHITE
	6		
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. C	NIO	4	
GND		#22	BLACK
GND .	2	# 22	BLACK
+12V	2	#22	YELLOW
	٥	#22	YELLOW
+12V	4	,	

## ODIP SW(A)

ITEM	DESCRIPTION	1	2	3 .	4	5	6	7	8
	1COIN 1CREDIT	OFF	OFF	OFF			]	1	
	1COIN 2CREDITS	ON	OFF	OFF	Ï				
	1COIN 3CREDITS	OFF	ON	OFF	-				
COIN	1COIN 4CREDITS	ON	ON	OFF	1				1
SETTINGS	1COIN 6CREDITS	OFF	OFF	ON			ļ		
	2COINS 1CREDIT	ON	OFF	ON	1				
	3COINS 1CREDIT	OFF	ON	ON	1				
	4COINS 1CREDIT	ON	ON	ON					
NOT USED				*	OFF	OFF	OFF		
CONTINUE	NORMAL							OFF	
COIN	CONTINUE COIN		•.					ON	1
NOT USED									OFF

<sup>\*</sup>IF CONTINUE COIN MODE IS "ON", GAME STARTS WITH 2-COIN 1-CREDIT AND CONTINUES WITH 1-COIN 1-CREDIT.

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
	RASY	OFF	OFF	OFF			 -		
•		ON	OPP	OFF				 	
		OFF	ON	OFF				- <del></del> -	
DIPPICU-	NORMAL	NO.	ON						
LEVEL 1	- <del> </del>	OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ОИ					
	HARD	NO	ОИ	КО					
	EASY				ON	ON	ON		
	) 				088	ON	ON		
					ON	OFF	ON		
DIFFICU-	NORHAL				OFF	OFF	OFF		
LTY LEVEL 2					ON	OPF	off		
					OFF	ИО	opf		
					ON	ON	OFF		
	HARD				off	opp	ON		
COIN	3-CHUTE							OFF	
CHUTE.	1-CHUTE							ON	
PLAYER	3P NODE								OFP
MODE	2P MODE								ON

<sup>\*\*</sup>DIPPICULTY LEVEL, 1 "CHANGES ENEMY'S ATTACK PREQUENCY.
\*\*DIPPICULTY LEVEL, 2 "CHANGES ENEMY'S ATTACK POWER.

## (M) DIP SW(C)

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DESCRIPTION	1	2	3	4	5	6	1_7.	8
2 PLAYERS	OFF	OPF						
3 PLAYERS	ON	OPP						
4 PLAYERS	OPP	ON				Ĭ		
1 PLAYER	ON	ON						<u> </u>
NORMAL			OPF			<u>i</u>	L	l
PREE PLAY			ON					
МО				OFF				L
YES				ON				
NO					OFF		L	
YES					ON			
NO						OFF		
YES						ON	<u> </u>	
NO							OFF	
YES							ON	
GANE HODE								OFF
TEST NODE			I					ON
	DESCRIPTION  2 PLAYERS  3 PLAYERS  4 PLAYERS  1 PLAYER  NORMAL  FREE PLAY  NO  YES  NO  YES  NO  YES  NO  YES  GAME MODE	DESCRIPTION 1 2 PLAYERS OFF 3 PLAYERS ON 4 PLAYERS OFF 1 PLAYER ON NORMAL FREE PLAY NO YES NO YES NO YES NO YES ON	DESCRIPTION 1 2 2 PLAYERS OFF ORF 3 PLAYERS ON OFF 4 PLAYERS OFF ON 1 PLAYER ON ON NORMAL FREE PLAY NO YES NO YES NO YES GAME HODR	DESCRIPTION 1 2 3 2 PLAYERS OFF OFF 3 PLAYERS ON OFF 4 PLAYERS OFF ON 1 PLAYER ON ON NORMAL OFF FREE PLAY ON NO YES NO YES NO YES GAME HODE	DESCRIPTION 1 2 3 4 2 PLAYERS OFF OFF 3 PLAYERS ON OFF 4 PLAYERS OFF ON 1 PLAYER ON ON NORMAL OFF FREE PLAY ON NO OFF YES ON NO YES NO YES GAME HODR	DESCRIPTION 1 2 3 4 5 2 PLAYERS OFF OFF 3 PLAYERS OFF ON OFF 4 PLAYERS OFF ON ON OFF NORMAL OFF NO OFF YES ON OFF NO OFF YES ON OFF NO YES ON ON OFF	DESCRIPTION 1 2 3 4 5 6 2 PLAYERS OFF OFF 3 PLAYERS OFF ON OFF 4 PLAYERS OFF ON ON OFF NORMAL OFF PREE PLAY ON OFF YES ON OFF YES ON OFF YES ON OFF NO OFF YES ON OFF YES ON OFF NO OFF YES ON OFF YES ON OFF	DESCRIPTION   1   2   3   4   5   6   7

\*HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING. \*HAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.